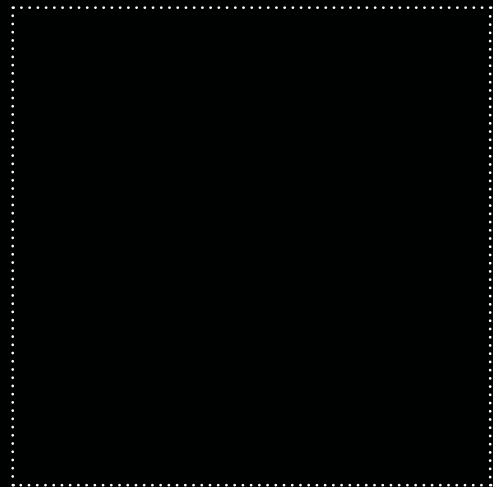
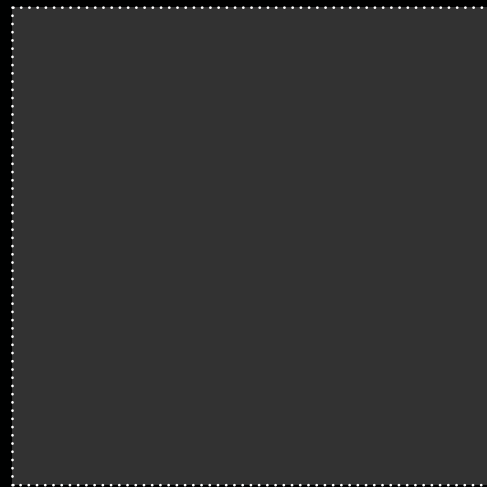


# TASK: MAKE A PIXEL PALETTE

In black and white images, brightness is conveyed using shades of grey



pixel0.png



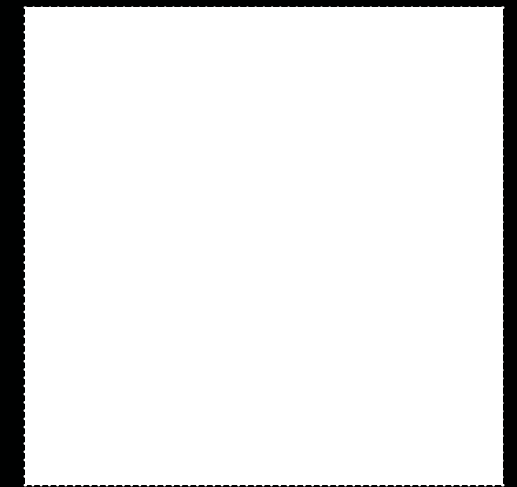
pixel1.png



pixel2.png



pixel3.png

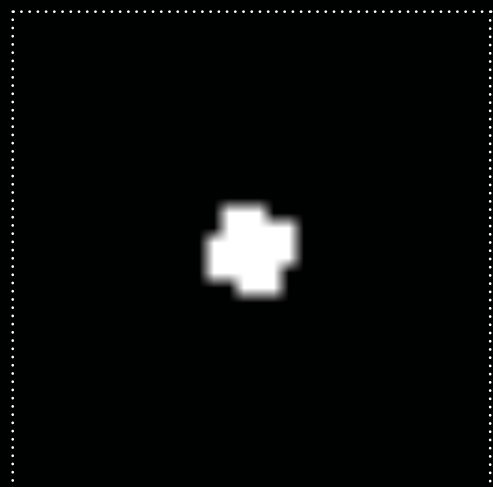


pixel4.png

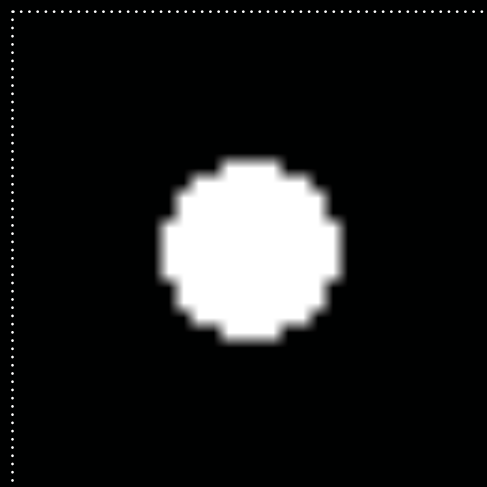


# TASK: MAKE A PIXEL PALETTE

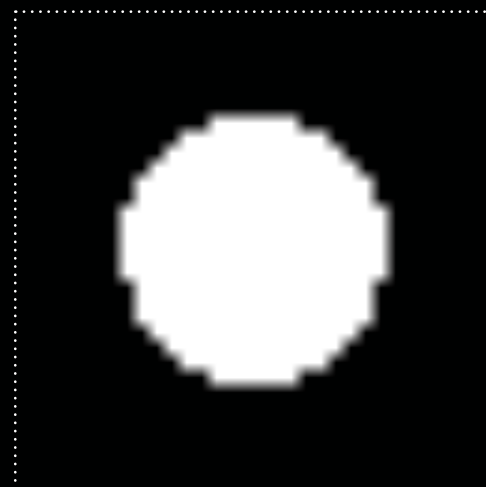
You can use size to convey brightness



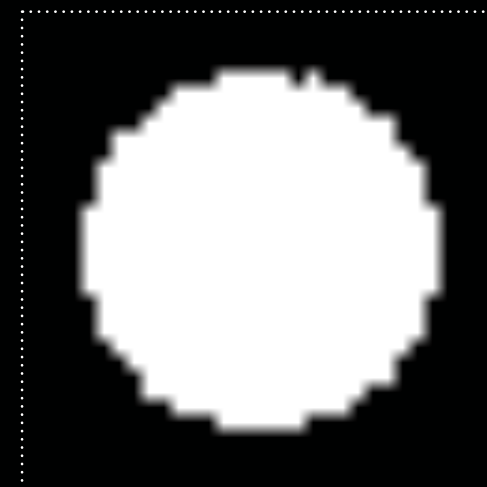
pixel0.png



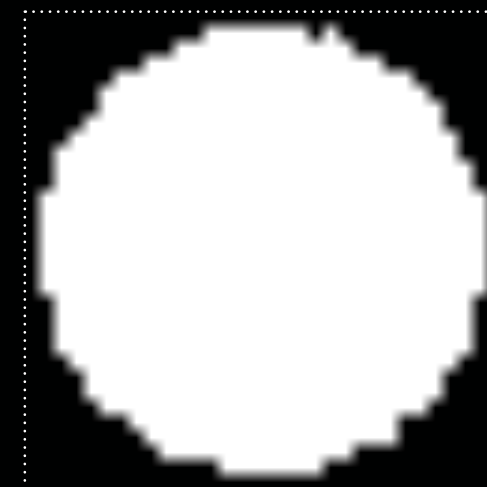
pixel1.png



pixel2.png



pixel3.png

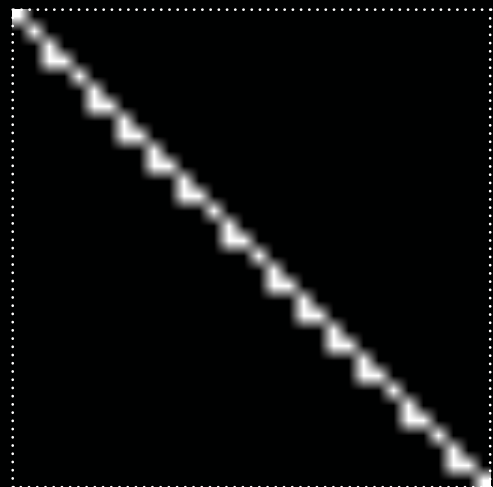


pixel4.png

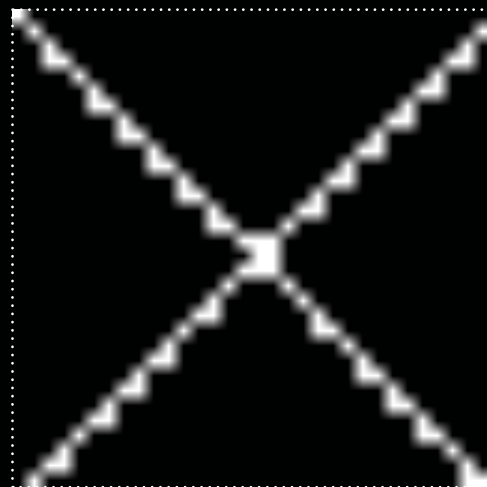


# TASK: MAKE A PIXEL PALETTE

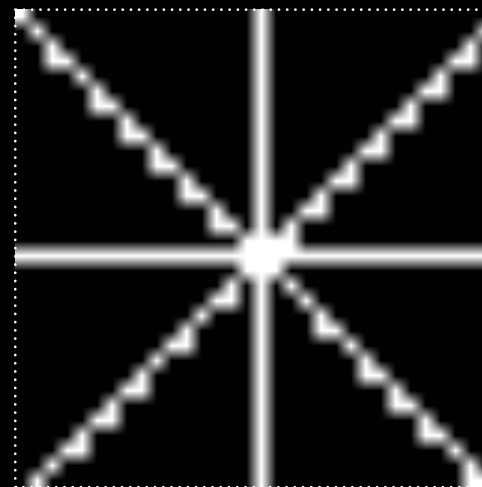
You can use volume to convey brightness



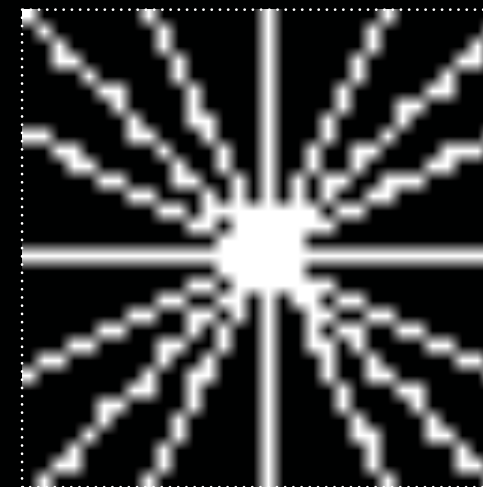
pixel0.png



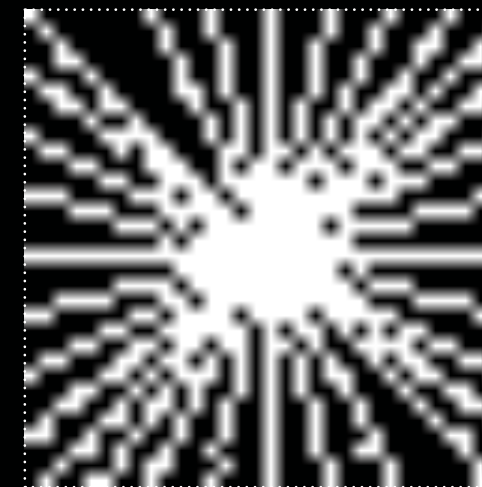
pixel1.png



pixel2.png



pixel3.png

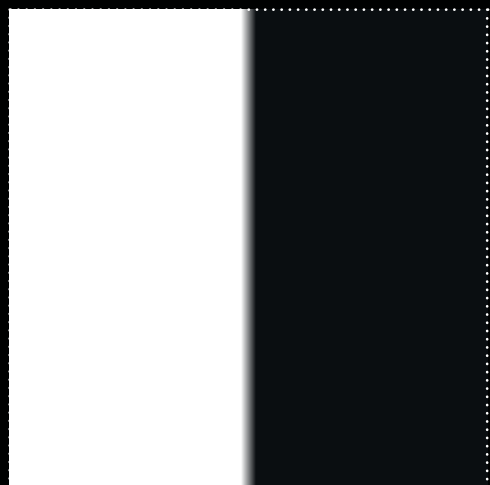


pixel4.png

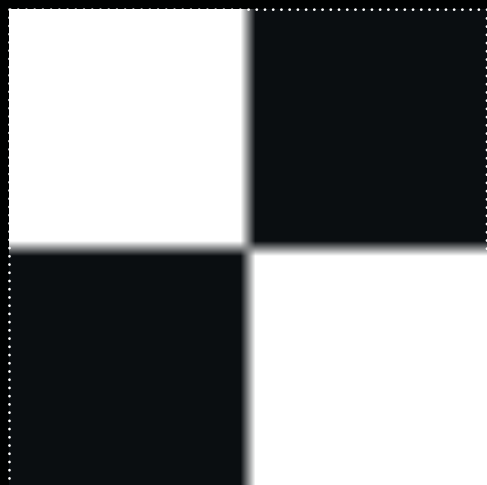


# TASK: MAKE A PIXEL PALETTE

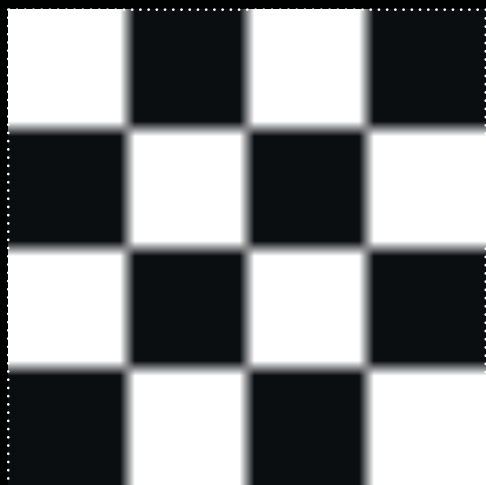
You can use both size and volume to convey brightness



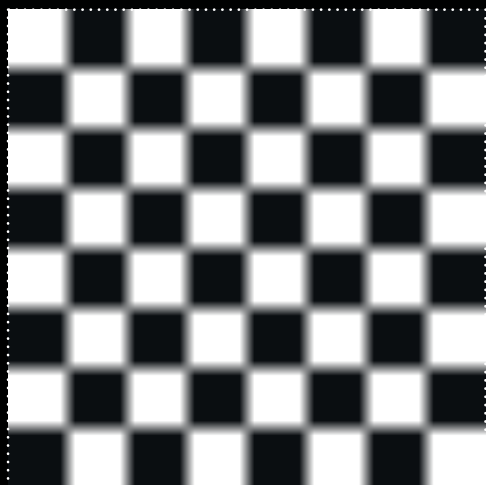
pixel0.png



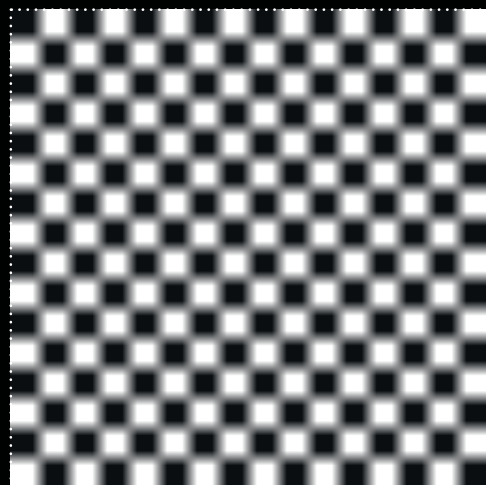
pixel1.png



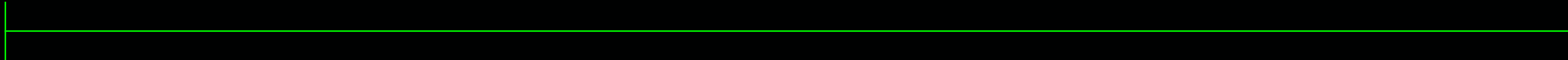
pixel2.png



pixel3.png



pixel4.png



0 These pixels will be used  
where the image is darkest

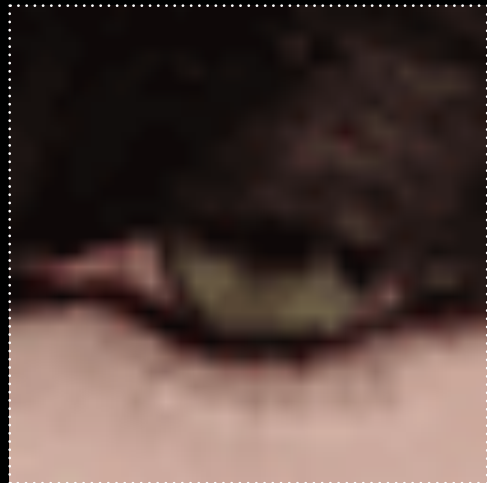
IMAGE BRIGHTNESS

These pixels will be used  
where the image is lightest

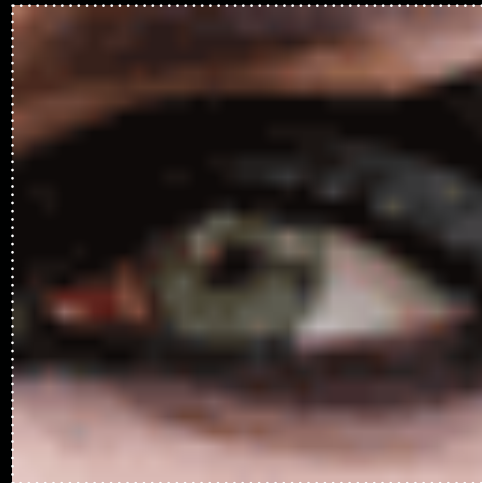
100

# TASK: MAKE A PIXEL PALETTE

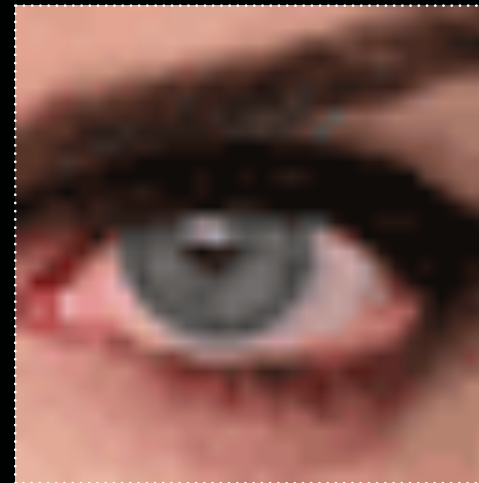
You can use preexisting images to convey brightness



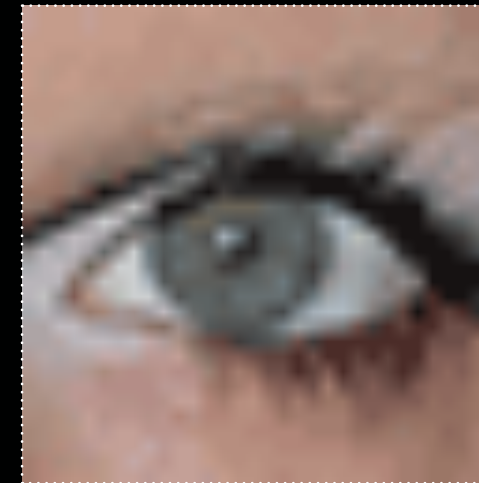
pixel0.png



pixel1.png



pixel2.png



pixel3.png



pixel4.png

